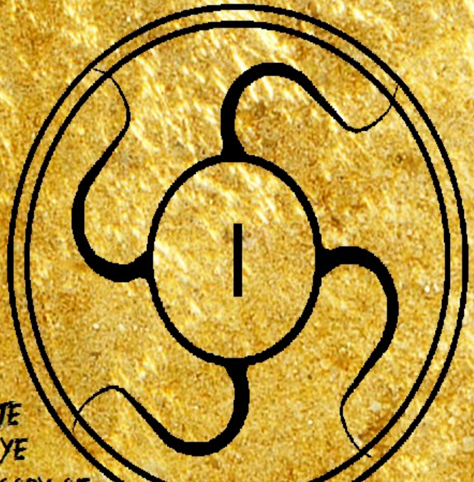
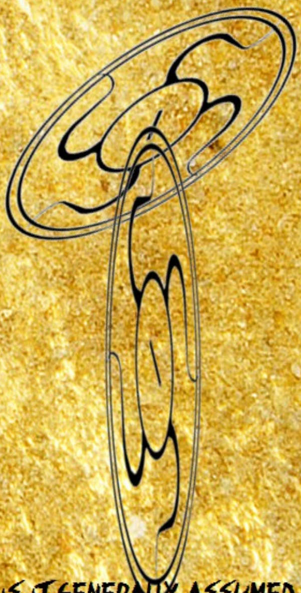
# Æurekanequeo

MANY OCCULT SYSTEMS REQUIRE A VISUAL MAP OF CONSCIOUSNESS. THE TEMPLE OF THEM USES A UNIQUE SYSTEM CALLED THE **A UREKANEQUEO** (EU-REE-KA-NAY-KWO) OR NEQUEO FOR CONVENIENCE. IT TAKES ITS NAME FROM A FUSION OF THE GREEK EUREKA OR εὕρηκα heúrēka MEANING 'I HAVE' AND THE LATIN TERM NEQUEO MEANING IMPOSSIBLE TRANSLATING TO 'I HAVE THE IMPOSSIBLE'.

THE ENTIRE SYSTEM IS ABSTRACTLY CONCEALED (OR FOLDED) WITHIN THE PRE-INITIATIC SYMBOL OF THE TEMPLE KNOWN AS THE THRASZ, WHICH CONSTITUTES THE FOLDED VERSION OF THE NEQUEO.



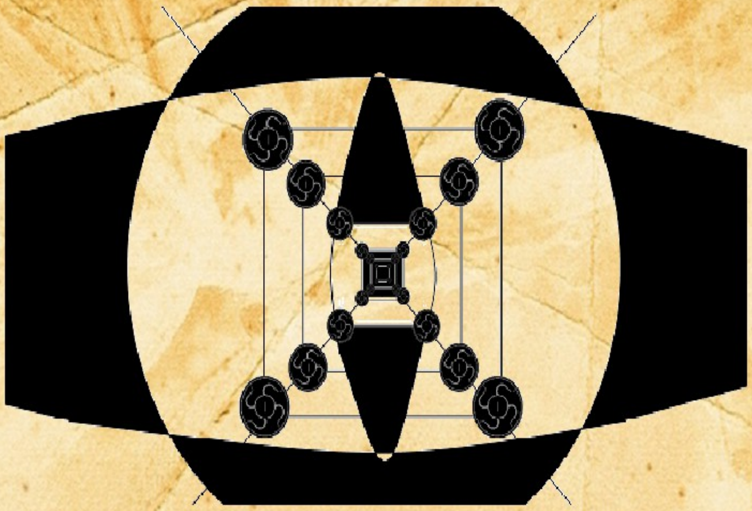


THIS SYMBOL IS REFERRED TO AS THE THRASZ BUT IT HAS NO NAME. THIS SHAPE IS BELIEVED TO DESCRIBE A CENTRAL FORCE OF LIFE, HAVING SYMBIOSIS WITH THE SPIRAL AND A PARTICULAR PARADOXICAL MOTION OF ORBIT.

IT CAN BE VIEWED A NUMBER OF WAYS.

WHILST THE OUTER SPOKES ROTATE AS A WHEEL, A CENTRAL EYE REMAINS STATIC · AN ALLEGORY OF INWARD PURITY AND STILLNESS OF ESSENCE VS THE CHANGING SHIFTING OF OUTWARD APPEARANCE. WHILE IS IT GENERALLY ASSUMED TO ROTATE CLOCKWISE OR ANTI-CLOCKWISE IT MAY ALSO REPRESENT THE THRASZ IN THE MIDST OF FLIPPING OVER TOWARD OR AWAY FROM US. WHILE THE WHEEL FLIPS OR ROTATES, THE EYE HAS ITS OWN UNKNOWN IRRATIONAL MOTION IN CONTRADISTINCTION TO THE WHEEL. THE THRASZ GIVES THE IMPRESSION OF A TIMELESS AEONIC BALEFUL WATCHING ALIEN PRESENCE AT THE HEART OF QUICKER LESSER TIMESCALES OF MOTION, FORM AND CHANGE. TRANSLATED INTO AN ANCIENT PARADIGM OF SORCERY THE EYE OF THE DRAGON, PULSES WITH THE WRITHING EARTH OF THE SERPENT, AND THE MOTIONS OF TIME AND CHANGE SYMBOLISED BY THE EAGLE ARE COUNTERPOINTED BY THE GRAVITY OF THE DRAGON TIMELESS AND CHANGELESS. THE SYMBOL HAS A GREAT MANY ATTRIBUTES AS IT IS INHERENT WITHIN THE SPIRALLIC NATURE OF ENERGY INCLUDING THE NEURON OF THE HUMAN BRAIN REPRESENTING THE IMPORTANCE OF THE BRAIN TO EVOLUTION / MOREOVER THE INTELLECT OF THE 摘YE · IS NOT THE ONLY MEANS BY WHICH THE THRASZ PERCIEVES, IT ALSO HAS TACTILE TENDRILS THAT EXPLORE THE SPACE AROUND IT BY FEEL ·

THE VISUAL MOTIF OF THE SPIRAL IS ONE OF THE OLDEST AND MOST ENIGMATIC SACRED IMAGES KNOWN. IT IS ONE OF THE EARLIEST EXAMPLES OF HUMAN CREATIVE EXPRESSION, APPEARING IN NEARLY EVERY SOCIETY IN THE ANCIENT WORLD. THE SPIRAL HAS UNIVERSAL APPEAL AND HAS A MYSTERIOUS RESONANCE WITH THE HUMAN SPIRIT, IT IS COMPLEX YET SIMPLE, INTRIGUING AND BEAUTIFUL. THE SPIRAL PATTERN IS FOUND EXTENSIVELY IN NATURE, ENCODED INTO PLANTS, ANIMALS, HUMANS, THE EARTH AND GALAXIES AROUND US. MATHEMATICS CAN EXPLAIN THE COMPLEX ALGORITHMS, SEQUENCES AND EQUATIONS THAT MAKE UP A SPIRAL PATTERN, BUT IT CANNOT EXPLAIN THE LURE AND FASCINATION OF THE SPIRAL TO THE HUMAN HEART.



– STARING DEEPLY INTO THE EYE OF THE THRASZ

THERE ARE A NUMBER OF IMPORTANT TERMS IN OUR TERMINOLOGY THAT DEFINE REALITY. HERE WE WILL TOUCH IN SOME DETAIL ON FOUR. **THE PHYRM, THEPH, THRASZ, PHORMA.**

THE ***PHYRM*** INDICATES A SOURCE OF CREATION THAT IS NOT SINGULAR BUT PARADOXICAL, RISING BOTH FROM WITHIN AND WITHOUT SIMULTANEOUSLY. IT IS THE PSYCHOLOGICAL APPREHENSION OF MATTER/NATURE/THE WORLD, WHATEVER WE DEEM FIRM (OR FIRMA / EARTH) OR REALITY. IT'S NATURE IS MYSTERY, THE UNKNOWN. IT HAS VARIOUSLY BEEN CALLED THE SINISTER – HOWEVER THE SINISTER IS ONLY A PART OF THE PHYRM. THE PHYRM IS ILLUSTRATED IN THE DIAGRAM AS THE MOST CENTRAL SQUARE OF BLACKNESS, A PIT WELL BEYOND OUR CONSCIOUSNESS, FALLING DEEPER INTO DARKNESS BEYOND EVEN OUR SUBCONSCIOUS, AT THE BASE OF A TUNNEL RECEDING INTO POSSIBLE INFINITY.

FROM OUT OF THIS ABYSS COMES **THRASZ**, THE ALIEN INHUMAN ENERGY OF *LYFE* (DIFFERENT FROM 'LIFE' WHICH DENOTES A SPECIFICITY OF HUMAN-CENTRED REQUIREMENTS FOR SENTIENCE/ANIMATION SINCE THRASZ CREATES ALL FORMS EACH WITH THEIR OWN CYCLE THROUGH EXISTENCE).

THE NEXT TWO SQUARES OUTWARD, ALSO BLACK, REPRESENT THE LAYERS OF OUR SUBCONSCIOUS. PARTS OF THE MIND TO WHICH WE DO NOT HAVE DIRECT ACCESS BUT WHICH ARE CONNECTED TO KEY PILLARS OF CONSCIOUSNESS.

HERE ON THE VERTEX BETWEEN THE SUBCONSCIOUS AND THE CONSCIOUS, PRIMORDIAL **PHORMA** BEGIN TO SPROUT LIKE MUSHROOMS. THESE PRIMARY PHORMA INDICATE AUTONOMOUS UNCONSCIOUS SYSTEMS OF RECOGNITION, INTERPRETATION, PERCEPTION WITHIN THE HUMAN BRAIN MOST CLOSELY LINKED TO THE OLDER LIMBIC SYSTEM BUT AS THEY EXPAND OUTWARD FROM THE PHYRM REPRESENT CONSCIOUS RECOGNITION OF FORM AND OUR PERCEPTION OF IT.

THE NEXT SECTION OUTWARD IS A WHITE SPACE CONTAINED WITHIN THE FIRST OF THREE EYES (THE PHYRM CENTRED LIKE A PUPIL). THIS WHITE SECTION DEMARCATES THE I-GO. IT IS BOUNDED ON EITHER SIDE BY TRIANGULAR BLACK SHAPES REPRESENTATIVE OF THE HEIGHT AND DEPTH IN LIMITS OF KNOWLEDGE AND PERCEPTION. THE WHITE SPACE HAS CURVED LINES FORMING ITS LEFT AND RIGHT SIDES INDICATING THE DISTORTIVE MIRROR THAT CONSCIOUSNESS IMPARTS TO REALITY, TURNING FORCE INTO PHORCE, AND FORM INTO PHORM. FOR IT IS HERE FROM THIS SPACE, THAT PHORMS BECOME POSSIBLE TO PERCIEVE BUT ONLY THROUGH A FILTER. WITH ONLY A SUBCONSCIOUS OR CONSCIOUS ALONE, THIS FEAT WOULD BE IMPOSSIBLE. IT COMES AT A COST OF ADDING A PSYCHOLOGICAL IMPRINT/BIAS TO PERCEPTION THAT CANNOT HELP BUT INFUSE OUR PSYCHE ONTO ALL THINGS IN THE PHYRM.

BOUNDED AROUND THIS DISTORTION ARE RIGIDLY SQUARED SECTIONS HOWEVER THAT RELATE THE ILLUSION OF THE LOGOS AND ITS PERCEPTION OF THE PHYRM AS ONE WITH NO DISTORTIONS – AND THE MYRIAD LAYERS OF ILLUSION BY WHICH IT SURROUNDS ITSELF, BUILT BY VARIOUS PHORMA. AS WE CAN SEE, THE FURTHER AWAY FROM THE PIT OF THE PHYRM, THE LARGER (ALLEGORY FOR MORE DISTORTED) THE PHORMA BECOME. WHEREAS THE I-GO IS BOUNDED ON TWO SIDES BY STRAIGHT BLACK LINES INDICATING NON-DISTORTIVE LIMITS, THE OUTER PHORMA ARE IN CLOSE PROXIMITY TO A DEEPLY SKEWED APPREHENSION OF REALITY AS SHOWN BY THE CURVED BLACK SPACES ABOVE AND BELOW AND THE CURVED WHITE SPACES TO THE SIDES – HOLISTICALLY REPRESENTATIVE OF THE SECOND EYE, A SPHERICAL HUMAN EYE.

THESE SPACES ARE NOT ENTIRELY UNTO THEMSELVES AND CREATE MIRROR POINTS WHERE IT IS IMPOSSIBLE TO TELL FORM FROM PHORM, AND FORCE FROM PHORCE AS SHOWN BY THE TINY WHITE INTRUSIONS INTO UNKNOWN LIMITS – INDICATING THERE IS OVERLAP. SINCE WE ARE NOT TRAINED TO PERCIEVE FORM PURELY WE CAN NEVER KNOW IF WE HAVE – BUT THERE IS A CHANCE FOR THIS TO HAPPEN, WHERE THE VEILS BETWEEN OUR PERCEPTION AND THE WORLD AS IT IS ARE THIN AND WE SUDDENLY PIERCE THEM CATCHING A GLIMPSE OF THE USUALLY CONCEALED PHYRM WITH UNEXPECTED RESULTS.

THIS SECOND EYE IS CUT ACROSS AT RIGHT ANGLES BY A THIRD NARROWER ALIEN EYE, THE HOSTILE GAZE OF THE THRASZ OR DRAGON – WHICH IS WHAT IS VISIBLE IN THE SYMBOL OF THE THRASZ AS ISA, THE RUNE OF ICE, STILLNESS.

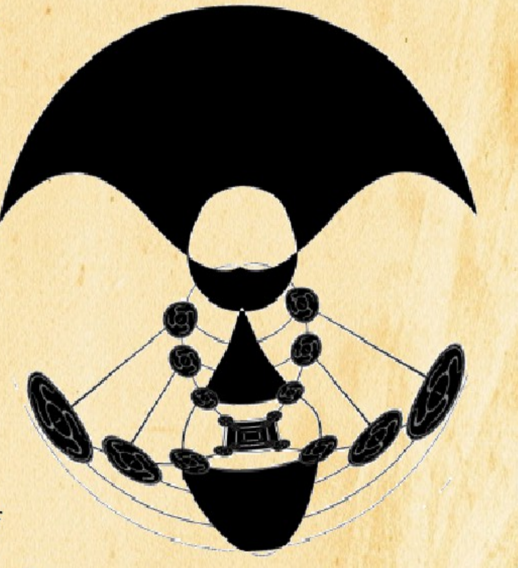
THE HUMAN BEING HAS IT BACKWARDS, THEY ARE NOT THE OBSERVER LOOKING OUT ONTO THE PHYRM: THE PHYRM LOOKS OUT THROUGH THEM AS A CONDUIT OF ITSELF ONTO ITSELF. THE HUMAN BEING IS ONLY A MID-POINT BETWEEN THE THRASZ, INTERNAL AND EXTERNAL, OR THRASZ ETERNAL. WHAT BEGINS WITH THE THRASZ, ENDS WITH THE THRASZ, AND THE END IS THE BEGINNING FOR THERE IS NO SEPARATION OF THE THRASZ, EITHER FROM THE HUMAN OR THE INHUMAN – SEPARATION IS ALL A MATTER OF VANTAGE. WHICH VANTAGE WE MUST CHANGE TO VIEW THE **THEPH**.

RATHER THAN LOOKING INTO THIS DIAGRAM AS A TUNNEL INWARD FROM OUR PERSPECTIVE AND SEEING THE HUMAN EYE BALL AS AN OUTER LIMIT OF THIS EXPANSION – WE MUST PERCIEVE THE THEPH BY SEEING THIS EYE TOP-DOWN AND SEE-THROUGH, AS A BALL RESTING UPON A CRADLE. THIS STATED, IT IS ONLY WHEN WRAPPED AROUND A SPHERE, THE THEPH IS MADE VISIBLE AND THE NEQUEO TRULY COMES TO LIFE.

WRAPPED NOW AROUND A SPHERE WE STILL SEE FAMILAR TERRITORIES. THE DEEP CORE (BLACK CENTRAL SQUARE) OF THE PHYRM EMANATES THE THRASZ, THRASZ BEING SPIRALLIC ENERGY FORCE, FROM THE ALIEN AND INHUMAN PIT OF THE PHYRM; A PHENOMENA LIKENED TO THE BLACK HOLE FROM OUR VANTAGE AS A ONE DIRECTIONAL TUNNEL WHICH PUNCTURES INTO OUR EXISTENCE. WHAT LIES ON THE OTHER SIDE IS A MYSTERY, AS TOO ARE THE SIZE, CONTENT OR PHYSICS OF THAT MYSTERIOUS DIMENSION.

BUT NOW WE CAN SEE THE SPHERICAL FORMATION OF THE PHORMA FORMS THE SHAPE OF A CRADLE, ABOVE WHICH, ON A PINNACLE, SITS THE THEPH. THE THEPH REPRESENTS OUR SENTIENT CONSCIOUSNESS AND OUR DEXTER, ALL THINGS DERIVE FROM THE PHYRM BUT HOW THEY APPEAR IS DETERMINED BY OUR THEPH, THE SUMMATION OF OUR MENTAL GEOMETRY. AS THE THRASZ EMANATES OUTWARD IT STABILIZES AS CONSCIOUSNESS (OURS) – INDICATED BY THE RATIONAL FORMATION OF SQUARING WHERE PHORMA BEGINS TO ARISE ON THE VERTICES/EDGES. AS THE PHORMA SPREAD FURTHER OUTWARD FROM PROXIMITY TO THE PHYRM THEY BECOME INCREASINGLY STRAINED, PULLING ON THE CONNECTING THREADS OF THE THRASZ (THESE "THREADS" BEING VYRD) DEFINING AND SETTING THE PERCEPTUAL LIMITS OF THE PHYRM FOR THAT ORGANISM.

PHORMA CAN ONLY RADIATE SO FAR FROM THE CENTRE BEFORE IT BECOMES DISTORTED. THE DISTORTION OF THE PHORMA GROWS IN CORRELATION TO THE DISTANCE AWAY FROM THE SOURCE OF THE THRASZ – THUS THOUGHT WHICH IS CLOSER TO THE THRASZ, TRANSLATED INTO WORD, BECOMES DISTORTED – OR THE IDEOLOGIES OF HUMANITY ARE GROTESQUE WARPINGS OF NATURAL ORDER.



– SIMULTANEOUSLY INSIDE AND OUTSIDE THE EYE OF THRASZ, THE NEQUEO UNFOLDED.

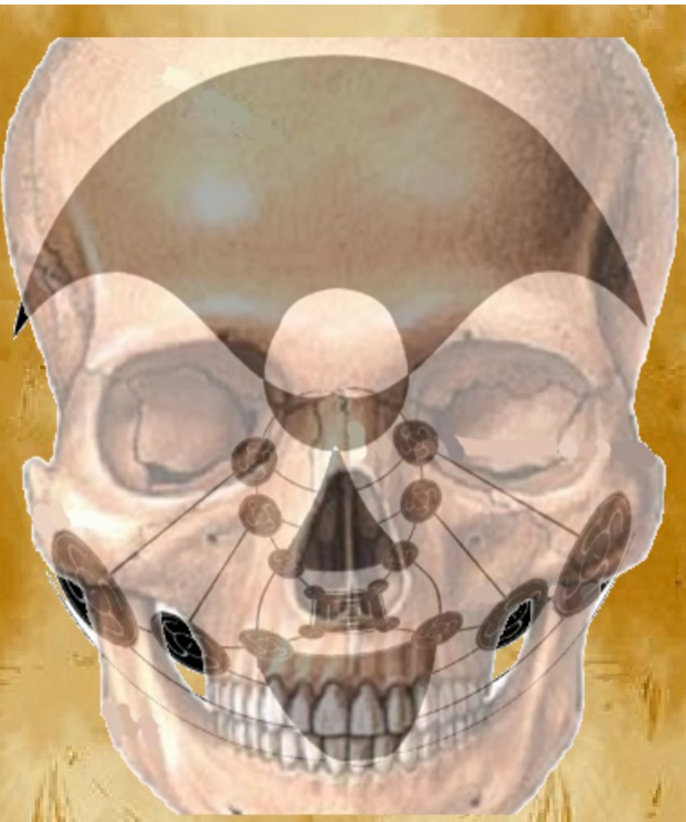
BECAUSE EXPANSION IS OUTWARD IN ALL DIRECTIONS FROM THE PHYRM THE SQUARES IN ACTUALLY DELINIATE THE PRISM OF A CUBE. THE CUBIC OUTWARD SPREAD AND TYPE OF PHORMA DEFINES THE UNIQUE INTERNAL GEOMETRY OF THE THEPH. THAT IS, THE PHORMA THAT DEVELOP AND THEIR ARRANGEMENT INFLUENCE THE CONTENT AND NATURE OF THE OVERALL THEPH.

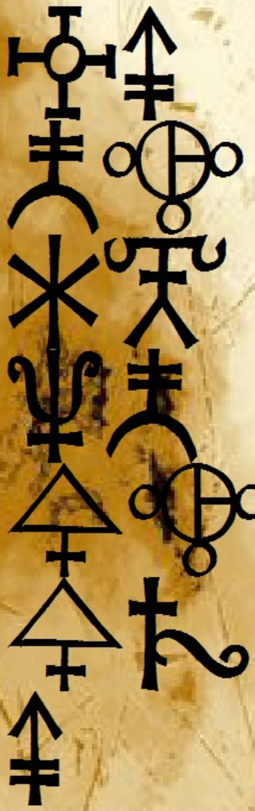
IT'S GEOMETRY IS DEFINED BY EACH AND THE TOTAL PHORMA WHICH CAN BE REGARDED AS THE ROOT FORMATION OF A FLOWER - AND SETS ITS LIMITS. WHILE PHORMA MAY APPEAR ISOLATE EXTERNALLY, NO PHORMA IS ISOLATED FROM ANOTHER INTERNALLY. OR SAID ANOTHER WAY, DISCRETE OBJECTS ARE A MATTER OF VANTAGE.

THESE PHORMA ARE DEPICTED RADIATING OUTWARD IN A CUBIC NETWORK BUT ACT TO WRAP AROUND CONSCIOUSNESS SPHERICALLY AS LATITUDE AND LONGTITUDE OR PLOTTED POINTS OF EXCESS V (V BEING A CONCENTRATION OF THRASZ GIVING RISE TO A FORM) AND GROUPED CONCENTRATIONS OF PARTICULAR PHORMA. SAID AGAIN, THRASZ IS ENERGY/SPIRALLIC MOTION THAT STREAMS FROM THE PHYRM AND BECOMES V OR THE ENERGY PUPAE THAT WILL BECOME FORM, BOTH WHEN IT ENCOUNTERS THE INTERNAL WEB OF VYRD AND BECOMES ENTANGLED GIVING RISE TO THE CONTENT OF PERCEPTION THUS BECOMING/GROWING INTO VIVERA OR THE MATURE STATE OF FORM – AND WHEN IT ENCOUNTERS VARIATIONS OF ITSELF IN THE PHYRM PROPER, OR EXTERNAL TO THE SKULL. THE LYFECYCLE OF FORM IS THUS – THRASZ EMANATES FROM THE ABYSS OF THE PHYRM, IS TRAPPED IN THE WEB OF VYRD OR CONSCIOUSNESS AND CRYSTALLIZES INTO V – V TAKES ROOT AND GROWS INTO A MATURE FORM CALLED VIVERA. THE PROCESS DESCRIBED APPLIES ONLY TO ONE PARTICULAR LOCI WITHIN OUR SKULL, BUT EMANATES FROM ACCLIMAE (BOTH OURSELVES AND OTHERS). THE NEQUEO DESCRIBES OUR RELATIONSHIP TO THE PHYRM AND THE RELATIONSHIPS THAT GIVE RISE TO PERCEPTION - BUT THE PHYRM DOES NOT EMANATE SOLELY THROUGH HUMAN AGENCY, WE ARE BUT ONE CONDUIT OF AND FOR IT.

CENTRAL AND SIMULTANEOUS TO THE CRADLE THAT THIS SPHERE MAKES IS FORMED THE THEPH (ALLEGORICALLY THE INTERNAL CITY OF THE BRAIN) SHOWN AS A SMALLER SPHERE UPON A PINNACLE. THE THEPH, SHORT FOR THE PHYCTORY, REPRESENTS THE LOCATION OF AND TYPE OF SENTIENCE WITHIN THE BRAIN FIGURATIVELY AS A GIGANTIC CITY. THE THEPH ITSELF IS AN INTRICATE AND COMPLEX CREATION DEEPER WITHIN THE NEQUEO WITH ITS OWN MAP. WHEREIN THE BRAIN IS FIGURATIVELY DEPICTED AS THE SKYSCAPE ABOVE OR WRAPPING AROUND THE THEPH. THERE IS THUS A VITAL CONNECTION BETWEEN THE PHORMA, THEPH AND FORMER (US.)

BESIDES THE INTERNAL MECHANISMS THAT BIRTH FORM - THE NEQUEO SHOWS THE OUTSIDE OF THE HUMAN SKULL AND FACE WITH EYE SOCKETS AND THE THIRD EYE OR PINEAL GLAND IN THE MIDDLE OF THE FOREHEAD. (IN THE THEPH MAP THIS CONSTITUTES AND LINES UP WITH SPECIFIC LOCATIONS SUCH AS THE IVORY TOWER.)





- SUPERIMPOSITION

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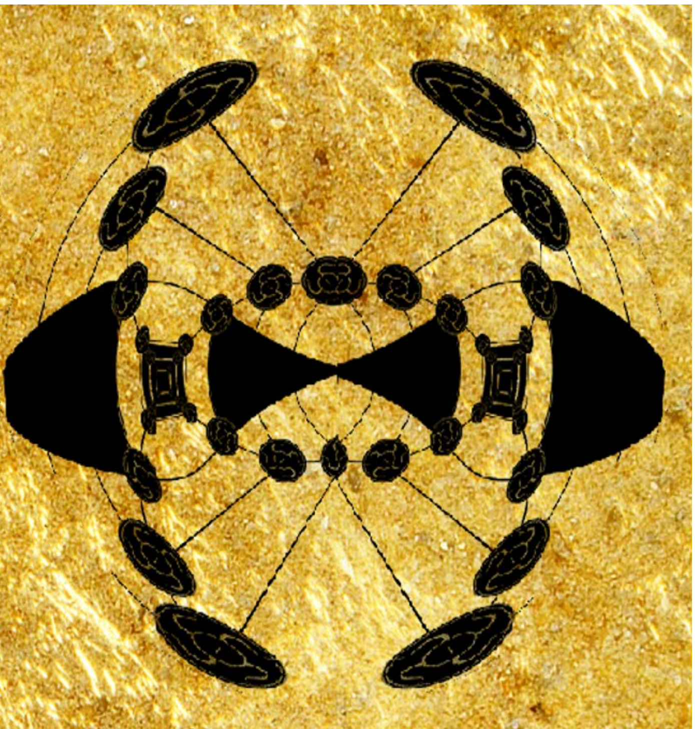
THUS THE DEEP PSYCHOLOGICAL FORM-BASED INTERNAL MECHANISMS AND OPERATIONS OF THE THEPH ARE SEEN SIMULTANEOUSLY CORRELATING WITH THE OUTWARD SHELL OF THE ORGANISM – BOTH THROUGH THE 'SEAT' AND THE EMOTIONAL.VISCERAL FASCIA OF THE SKULL – AND THE LIGHT AND LAY OF THE ORGANISMS EYES – BOTH PHYSICALLY/VISUALLY (AS INDICATED BY THE EYES) AND SPIRITUALLY/PSYCHOLOGICALLY BY THE THIRD EYE.

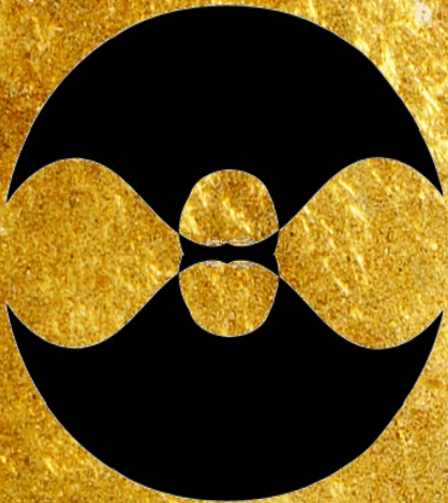
IN SYMMETRY WITH THE THRASZ, THE THEPH FURTHER REPRESENTS THE BIOLOGY OF THE HUMAN EYE AS WELL AS THE INHUMAN THRASZ. ROTATED ONTO ITS SIDE VISIBLE ARE THE RESPECTIVE CORNEA, LENS, RETINA, IRIS, PUPIL AND FIGURATIVE IMAGERY OBTAINED FROM LIGHT REFRACTED BY THE FOVEA. THIS FOCUS POINT IS SYNONYMOUS WITH THE PHYRM (INTERCEPTION) DETERMINING PERCEPTION (PHORMA) VIA INTERPRETATION (THEPH). THAT THE HUMAN EYE IS REPRESENTED WITH ITS INNER WORKINGS REMINDS US THAT WHAT THE EYE SEES IS ONLY PART OF THE PROCESS OF PERCEPTION, WITHIN THERE ARE MYRIAD PROCESSES AND FUNCTIONS THAT SHAPE AND ALTER OUR INTERPRETATION OF THE PHYRM THAT WE LITERALLY DO NOT SEE.

[illegible]

TURNING THE LATTER HALF OF BACK ON ITSELF FORMS THE SIMULTANEOUS PULSE. HERE WE HAVE TWO "ENGINES" - ONE IS OURS, THE OTHER THAT OF THE PHYRM. FROM ONE COMES FORM AND FORCE IN PURITY. FROM THE OTHER COMES PHORM AND PHORCE IN IMPURITY. THE TWO WORLDS MEET EACH OTHER AT THE MYRROR ZONE. IT IS IMPOSSIBLE TO TELL WHETHER WE ARE SEEING FORM OR PHORM, FORCE OR PHORCE AND TO WHAT EXTENT OUR INTERPRETATION/PERCEPTION IS EITHER PURE OR IMPURE. OUR AGENCY (PERCEPTIVE FACULTIES) WILL NOT ALLOW US TO DISCERN WHICH SIDE OF THE MYRROR WE ARE ON. SOMEWHERE BETWEEN THE MEETING POINT OF OUR GENERATED PSYCHE-TINGED CONTENT OF PHORMS AND PHORCES AND THE UNTOUCHED RAW FORMS AND FORCES, APPEARS REALITY. THOUGH THIS MEETING POINT IS NEITHER HALF-WAY NOR LINEAR NOR MEETS IN A SINGULAR LOCATION THE TWO POWERS NONETHELESS COLLIDE INTO ONE ANOTHER.



THE SIMULTANEOUS PULSE OR MYRROR ZONE

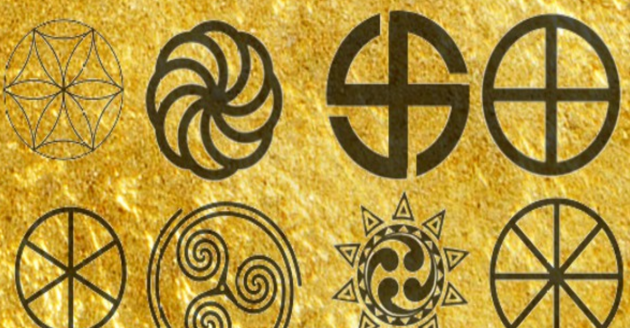


THE 2D TORUS OF LYFE.

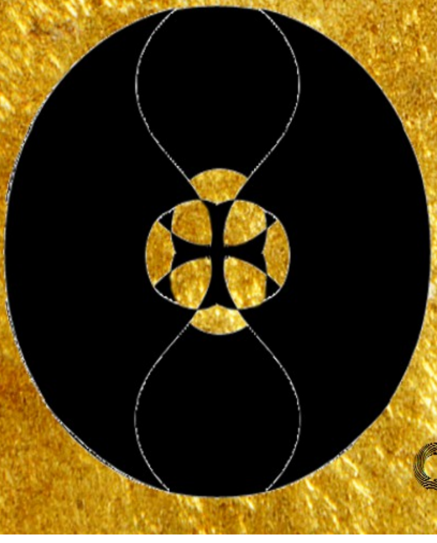
TAKING THE TOP HALF OF THE NEQUEO TURNED BACK UPON ITSELF THE NEQUEO REVEALS THE TORUS CONDUIT THAT IS US BETWEEN THE THRASZ ETERNAL. ON THE FAR LEFT IS THE CHAMBER OR REALITY OF THE PHYRM, FROM WHICH THRASZ FLOWS, PASSING THROUGH A MID-POINT CONDUIT (US) INTO ANOTHER CHAMBER ON THE FAR-RIGHT WHICH IS ALSO THE PHYRM. THE THRASZ FLOWS IN BOTH DIRECTIONS AT ONCE AS A SIMULTANEOUS PULSE IN FLUX. THE MID-POINT CONDUIT AS THE HUMAN BEING DEMARCATES THE MYRROR ZONE WHERE PHORM, FORM, PHORCE AND FORCE MERGE SEAMLESSLY. THE NATURE OF THE PHYRM AND ITS SELF-CIRCULAR PULSING TORUS IS MORE EASILY SEEN WHEN THIS IMAGE IS COPIED ONTO ITSELF AND ROTATED 90 DEGREES.

IN WE SEE THE TORUS AND REFLEXIVE PULSE THAT COME BACK UPON ITSELF, PASSING THROUGH US, THE MEDIAN POINT. THIS IMAGE ALSO REVEALS ONCE MORE THE HALLOWED SORCERERS TRIPARTITE OF THE COILED SERPENT, DRAGONS WINGS, AND THE HOURGLASS OF TIME REPRESENTED BY THE EAGLE. THE SACRED GEOMETRY FURTHER REVEALS A CELTIC CROSS THAT IS BOTH CIRCLED AND RINGED AND THROUGH WHICH TIME, CHANGE, AND THRASZ PASSES – THUS THE NEQUEO IS 2D, 3D, AND 4D. LET US NOW LOOK AT THE SACRED KNOT OF THE CELTIC CROSS. FOR ONE IMMEDIATELY NOTES THAT THE CELTIC CROSS INDICATES A MOTION THAT FOLDS BACK UNTO ITSELF, A CEASELESS CONNECTED WENDING THAT CARRIES THE CENTRAL MOTIF OUTWARD, AND THE OUTWARD MOTIF INWARD. IT DENOTES A RING, DIVIDED BY AN INTERSECTION OF QUARTERS. THE SYMBOL IS HISTORICALLY ACQUAINTED WITH THE SUN – WITH MAGICAL PARALELL IN THE NEQUEO, FOR THE PHYRM HAS TWO 'SUNS' TWO SOURCES OF LIGHT, HEAT, ENERGY OF CREATION – THAT WHICH IS INWARD, AND THAT WHICH IS OUTWARD, YET NEITHER CAN BE SEPARATED FROM THE OTHER. WE CAN NO MORE TOUCH THE SOURCE OF THE CREATIVE NUMEN INSIDE THAN WE CAN TOUCH THE BURNING ORB IN THE HEAVENS OUTSIDE.

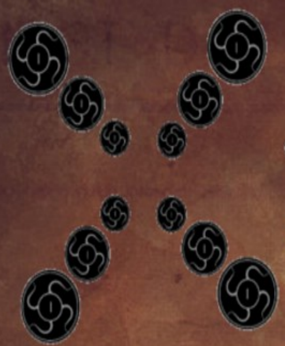
THIS SYMBOL IS FURTHER GIVEN TO BEING COMPOSED OF SACRED GEOMETRY BECAUSE IT CANNOT BE REIMPOSED UPON ITSELF FROM THIS POINT. WHETHER ROTATED 90 OR 45 DEGREES, THE SYMBOL ABSORBS FASCIMILES OF ITSELF, MERELY ROTATING THE PERMANENT SERPENTINE TORUS.

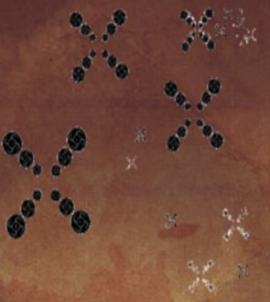


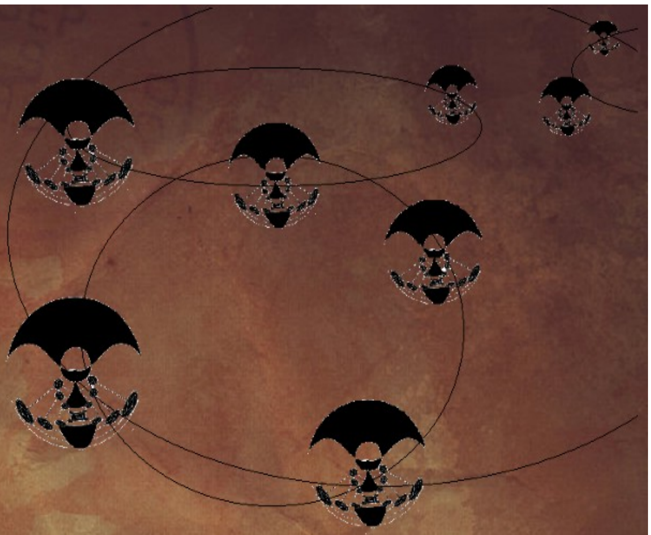
ALL OF THESE SYMBOLS EXPRESS A SIMILAR PROCESS OF CREATION, A CENTRAL POINT FROM WHICH EMANATES A SPIRALLIC ENERGY OR MOTION – AND LAYERS OF MOTION/ENERGY/STRATA - BUT NONE OF THEM, ARE 3 OR 4 DIMENSIONAL – THEY ARE ABSTRACTED METAPHORS.



- THE 3D & 4D TORUS OF LYFE







THE DYPH (FROM DIFFERENTIAL) DESCRIBES THE PURAL OF THEPH AS A MULTIPLE-ORBITAL – THAT IS, EACH SKULL AND ITS NEQUEO IS LIKENED IN MACRO TO A PLANET AND EACH PLANET POPULATED BY A UNIQUE CITY (OR CITIES) IN ORBIT AROUND OTHER NEQUEO IN CHANGING PROXIMITY. THE PLANETS FALL INTO VARIOUS ALIGNMENTS WITH ONE ANOTHER AS THEY DO PER ASTROLOGY WHEREIN WHEN PLANETS GET CLOSE ENOUGH EITHER PHYSICALLY OR MENTALLY, THE TWO CITIES LEARN OF EACH OTHER. EACH THEPH MAY BE INFLUENCED BY THE CLOSE ORBIT OF THE OTHER. THEPH MAY BE INFLUENCED BY THE CLOSE ORBIT OF OTHER THEPH OR IGNORE THEM ENTIRELY. SUCH INFLUENCE MAY FALL BETWEEN THE EXTREMES OF GREETING THE ALIEN AS A FRIEND OR DECLARING WAR UPON THEM AS A FOE.

**VANTAGES** ARE INDICATED BY THE SYMBOLS OF THRASZ THAT FORM A SIMULTANEOUS SQUARE OF THE ORDERED LOGOS THAT ARISES AS V EXPANDS OUTWARD FROM THE ABYSS OF THE PHYRM AND THE SPHERICAL GLOBULAR CRADLE WITHIN THAT SQUARE DOTTED WITH PHORMA IS SUGGESTIVE OF PORTALS, WINDOWS OR ALTERNATE DIMENSIONS INTO/OUT TO THE WORLD, SINGULAR POINTS OF REFERENCE AT ONE VANTAGE CONNECTED TO EACH OTHER AT A DEEPER VANTAGE. THAT THESE WINDOWS MIGHT LOOK OUT ONTO THE PHYRM THAT IS ALREADY WITHIN INDICATES THE PARADOXICAL NATURE OF THE PHYRM – THE WILD NATURE OF THE THRASZ THAT OBSERVES ITSELF OBSERVING – THAT FOLDS IN ON ITSELF. THE IMPOSSIBLE MYSTERY OF THE PHYRM THAT CANNOT BE APPREHENDED SINGULARLY BY LOGIC OR RATIONAL MEANS BUT WHICH CAN BE APPROXIMATED BY THE LOGOS BY SUGGESTING SIMULTANEOUS MULTIPLICITY.

THE PHORMA SHOWN AS THRASZ DISCS REPRESENT VARIATION IN VANTAGE AND THEREFORE THE IMPERATIVES OF SIZE AND BIAS IN RELATION TO PERCEPTION. THIS IS FURTHER EMPHASIZED BY EACH THEPH HAVING ITS CITY MAP. THERE ARE MANY VANTAGES ALONE WITHIN THE NEQUEO, INCLUDING THE FOLDED THRASZ, UNFOLDED DETAILED CONSTITUTION OF EACH EYE OF THRASZ INWARD, THE COMPLEX SYMMETRIES WITH THE CONTAINER OF THE HUMAN SKULL, THE AGENCY OF THE FACE, THE DISPLAYS OF EMOTION THAT FILTERS OUT FROM WITHIN, THE OPTICAL RECEPTORS AND THE INTERCONNECTION OF THESE PROCESSES WITH TOTAL PERCEPTION ON A SCALE THAT IS MICROSMIC WHEN COMPARING THE ROLE OF EACH THEPH PACKED WITH THESE MICRO WORLDS SIMULTANEOUSLY REPREENTATIVE ON A MACRO SCALE AS A SOLE PLANET ORBITING IN THE DYPH.

THE NEQUEO MAY BE FOLDED OR UNFOLDED BUT RETAINS ALL THE PROPERTIES OF ITS MYRIAD VANTAGES IN SIMULTEITY - CONTAINING WORLDS WITHIN WORLDS. THE INTIMATE COMPLEXITY OF THE DEVICE IS SHOWN VIA THE UNASSUMING FOLDED EYE OF THE THRASZ AND ITS GEOMETRIC / SYMBOLIC HARMONY WITH THE ANCIENT SORCERY POWERS OF THE DRAGON, SERPENT AND EAGLE REPRESENTATIVE OF THE MYSTERIES OF THE INHUMAN, GRAVITY AND TIME. ITS SPIRALLIC SHAPE ECHOES THE MONUMENTAL RAMIFICATIONS OF ITS NATURE WITHIN NATURE, A WHIRLING GALAXY OF VARIANT SIZE PENDING ONES VANTAGE.

THUS THE MICRO AND THE MACRO, THE OUTSIDE AND THE INSIDE, THE MAGIC AND THE MUNDANE, THE EXOTERIC AND ESOTERIC ARE BOTH ILLUSTRATED IN SIMULTEITY BY THE ONE SYMBOL OF THEM. FROM THE WHEELING OF STARS, TO THE MOTION OF WATER, TO THE SHAPE OF THE HUMAN NEURON, TO THE VERY ENERGETIC IMPRINT BEYOND OUR KEN OF THE SPIRAL NATURE OF THE THRASZ EMANATING FROM THE PHYRM – THE NEQUEO REPRESENTS IT ALL.

WHAT THIS SYMBOL CONTAINS AND REPRESENTS IS LIMITED ONLY BY A MATTER OF OUR CHOSEN VANTAGE.